



ELVES

COMICS
ACTIVITIES
ACTION STORY

7+

A Magical Adventure



SCHOLASTIC





When Emily Jones inherited her grandmother's medallion, she had no idea it would change her life forever. As she walked into her grandmother's garden, the gem on the medallion began glowing brighter and brighter. When she reached a giant tree, a shimmering mist appeared. Emily was amazed. What was it? A portal? She knew she had to find out. She stepped into the mist, and her magical journey began . . .

The Story of the Elves

The world suddenly spun around, and Emily found herself in a land she'd never seen before. Everything looked strange and new and colorful.

"Who are you?" a voice asked.

Emily turned to see a lovely girl with pointy ears and flaming red hair.

"I'm Emily Jones. Who are you?"

"I'm Azari, a fire elf. Welcome to Elvendale."



"Elven-*what*?" Emily asked. "A fire elf? What's that?"

"How did you get here?" asked Azari.

"Through there," Emily replied, pointing at the tree. But now there was nothing special about it. It looked like any other tree. "I came out of it somehow . . . and I don't know how to get back home."

"Farran, the earth elf, knows everything about trees. Let's go see him," Azari suggested. She grabbed Emily's hand and led her away.



Emily and Azari soon reached a tree house. Outside it, a green-eyed elf was crouched down, using magic to revive a little plant.

"Hi, Farran!" Azari said loudly.

Farran jumped. "Why do you always have to sneak up on me, Azari? I was just about done with that plant, and now I have to start all over again!"

"Sorry," said Azari, giggling. "I'm here to introduce you to Emily Jones. She came here from a tree, and now we need to get her home again."

"Hi, Emily," said Farran. "Wow, check out your tiny ears! Are they real?"

Before Emily could answer, Farran shook his head. "Sorry, I always forget to mind my manners. Let's tweet Aira. Together we'll help you get home."

"Oh, you tweet, too?" Emily said hopefully. Maybe they could use Farran's phone to call her parents.

But Farran had a different kind of tweet in mind. In Elvendale, a tweet was a message sent by bird! A moment later, Aira appeared.

"Nice to meet you, Emily," she said. "I think I can help. There's a legend about a portal between Elvendale and your world."





Emily and the elves gathered inside Farran's tree house. There, Aira began her story.

"According to legend, there were once five sisters. Four were elves, each belonging to a different element, but the fifth sister wasn't magical. After a long search, she found a place where there were others like her, and she moved there. The elves created two portals so she could go back and forth between the worlds. The portal you need to leave our world is inside a castle.

"To protect the portals, the elves created magic keys. It took all four of their keys to open it from our side. But after a while, the fifth sister became mortal. She grew older, and she couldn't visit anymore. Without her, the sisters drifted apart and never saw one another again. The keys were lost."

"What a sad story," said Azari. "But I don't understand how it's going to help Emily."

"I don't either, at least not exactly," said Farran. "But I think we need to find those keys to get Emily home. Let's visit Naida."

"Who's Naida?" asked Emily.

"She's a water elf, and she might have a map that can help us find the keys," replied Aira.

Emily's Elf Friends

The four new friends Emily meets in Elvendale are very special. Each one was born with a different magical element.

Aira

Aira Windwhistler — Wind elf

Aira is lighthearted, friendly, and quick! She thinks fast and moves even faster. She has power over wind and a special connection with flying creatures.

Azari

Azari Firedancer — Fire elf

Azari is cheerful, spontaneous, and fun to be around. She's a fearless leader who sometimes leaps before she looks. Azari can control fire without getting burned.



Farran

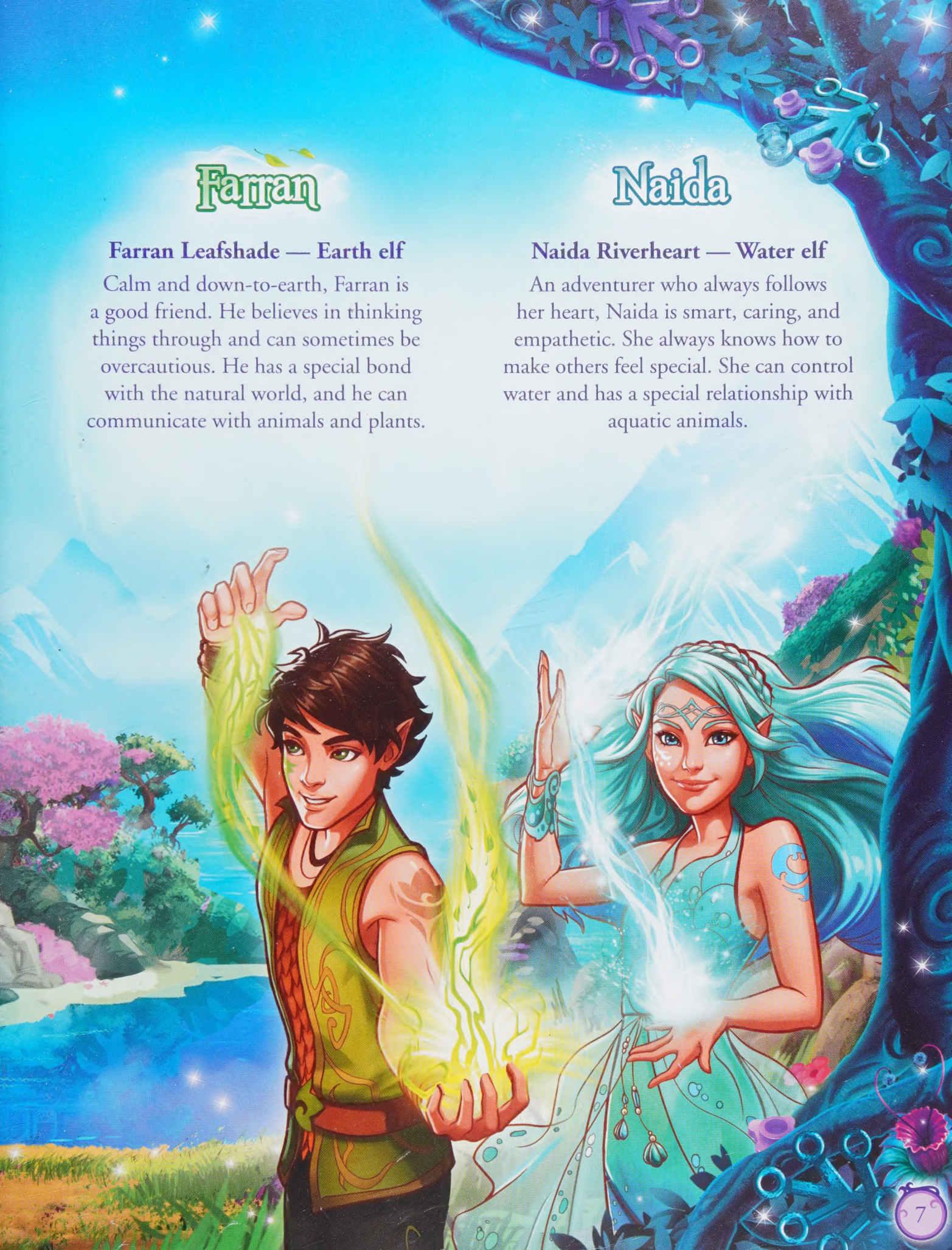
Farran Leafshade — Earth elf

Calm and down-to-earth, Farran is a good friend. He believes in thinking things through and can sometimes be overcautious. He has a special bond with the natural world, and he can communicate with animals and plants.

Naida

Naida Riverheart — Water elf

An adventurer who always follows her heart, Naida is smart, caring, and empathetic. She always knows how to make others feel special. She can control water and has a special relationship with aquatic animals.



Make a Magic Bracelet

Create your own bracelet of the elements! Look at the picture instructions below to put your bracelet together. When it's ready, put it on. Can you feel the magic?



Now you're ready to find the four keys that will unlock the portal. Look for the element symbols on pages marked with gemstones. Use your bracelet to help you identify the symbols.

Land of Mystery

Solve this secret code to discover where Emily found herself when she traveled through the portal.



Special Symbols

Look at the element symbols on your bracelet. Can you draw the symbols in the spaces below?



Elemental Powers

How would you design your own symbols for wind, fire, earth and water? Let your imagination soar! Then draw your creations in the space below.



Welcome to Elvendale!

Emily needs to find all four keys to unlock the portal and get back home. The keys are hidden all over Elvendale. As you find each key, mark its location on this map.

Lava Field

This is one hot spot! Tropical plants and fiery animals live here. It's also famous for its lava bakery, which serves delicious cinnamon buns. Yum!

Sparkle Rock

Made from diamonds, Sparkle Rock glitters in the sun and casts shimmers all over Elvendale. It has lots of secret caves filled with gemstones.

Leaf Land

Leaf land is a gorgeous green forest, home to magical animals and lush flowers. This is where Aira, Azari, Farran, and Naida make their home.

Desertlands

Sparkle Rock

Highland

Sky Castle

This stunning castle sits on top of the highest peak in the Actan mountain range.

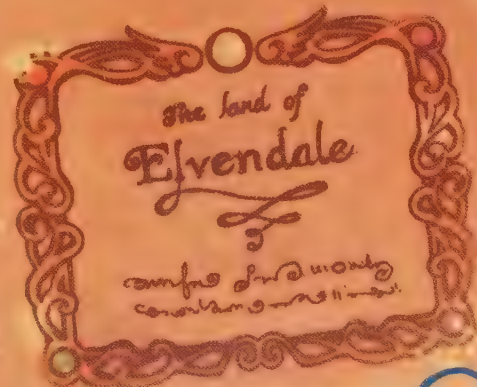
It's home to Skyra, the guardian of a magic portal to the human world. Nobody has visited the castle in many years, and it is said to be under a powerful magic curse.

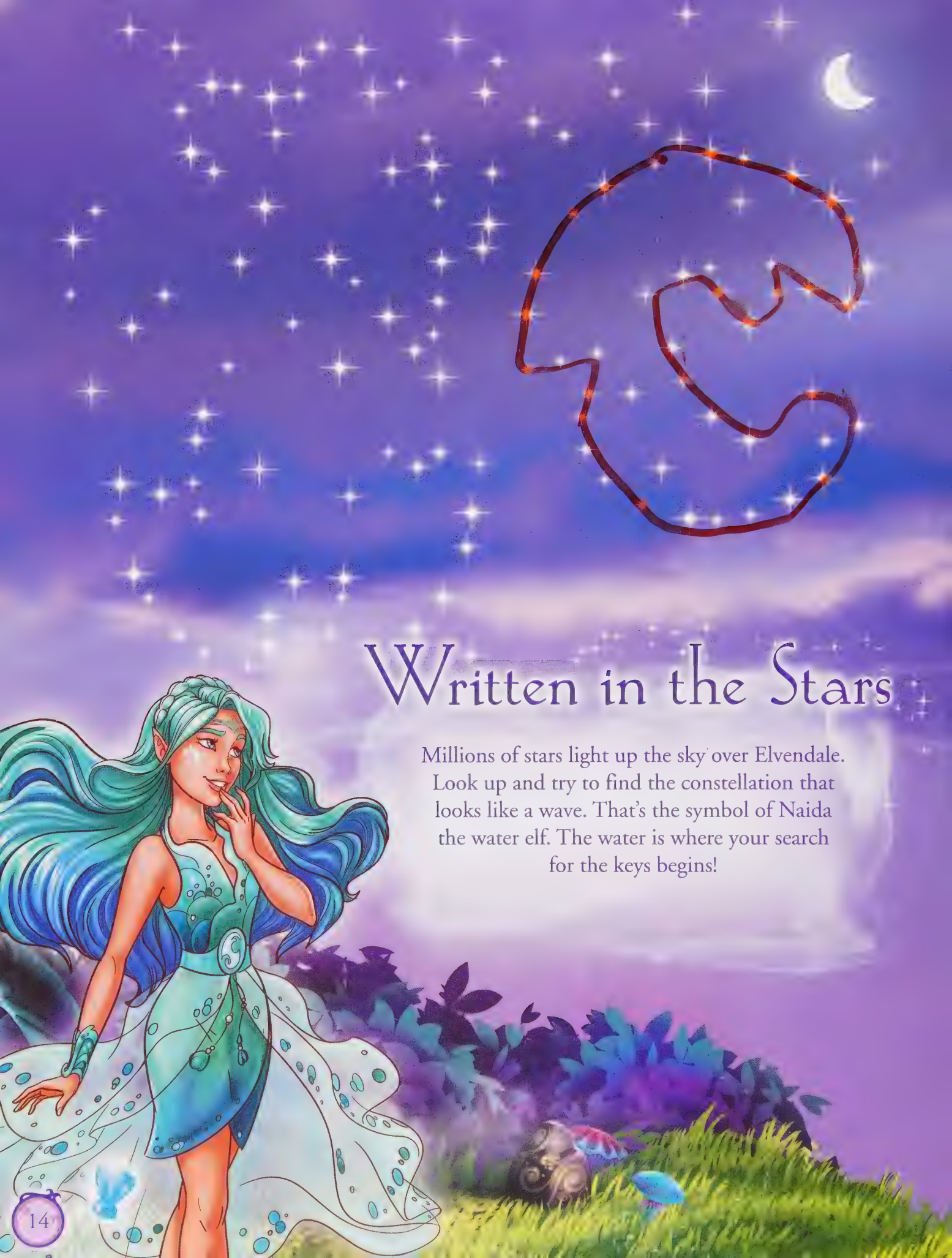
Venti High Hill

From here you can see over most of Elvendale! Venti High Hill is Aira's favorite spot on Elvendale. She has her workshop there.

The Izdur Ocean

Izdur's waters stretch all the way out on the horizon to Enki Island. Here, fantastic voyages await those who are hungry for adventure.





Written in the Stars

Millions of stars light up the sky over Elvendale. Look up and try to find the constellation that looks like a wave. That's the symbol of Naida the water elf. The water is where your search for the keys begins!

A stylized illustration of a blue and white sailboat with a large, ornate sail, sailing on a blue sea under a blue sky with white clouds. The sailboat is reflected in the water.

Whirlpool Wonder

Naida needs to find the key hidden at the bottom of the Izdur Ocean.
Can you help her find the path through the whirlpool to reach it?



A Secret Location

Nice work—you found the first key! To locate the next one, you'll need to solve an ancient riddle and mark the right spot on Naida's map. Then turn the page to find the key!



A Cunning Plan

Fantastic—you solved the riddle! Here in the shadow of Sparkle Rock, a little squirrel is protecting the second key. One of the elves must outwit her in order to retrieve it. Will it be Azari, Aira, or Farran? Follow the tangled paths to find out!





Gemstone Puzzle

The squirrel will only let you have the key if you rebuild her home. Help her choose the right gemstones to fill the gap.

A Delicious Challenge

The map leads the friends to a lava bakery where the goodies sell like hot cakes! Look for all the pink cupcakes  in the picture. They will lead you to the third key!





Fire Fox Shadows

Flamy is no ordinary fox—he's a fire fox, and he lives near the lava bakery. Can you circle the shadow that matches his pose?



Time to Fly

Aira has made some wonderful wings in her workshop on Venti High Hill. Try designing your own pair, and then fly high to find the fourth key! You can decorate the wings with any colors and patterns that you like.



Up, Up, and Away!

A gust of wind has scattered these element symbols. Can you put them back in the right places? Each symbol can only be used once in each row and column.



Color the Creature

Use the symbols below to color the coded picture below. Once you've finished, you'll know where the fourth key is! Turn the page to go to Skyra's castle and complete your last challenge.



K



H



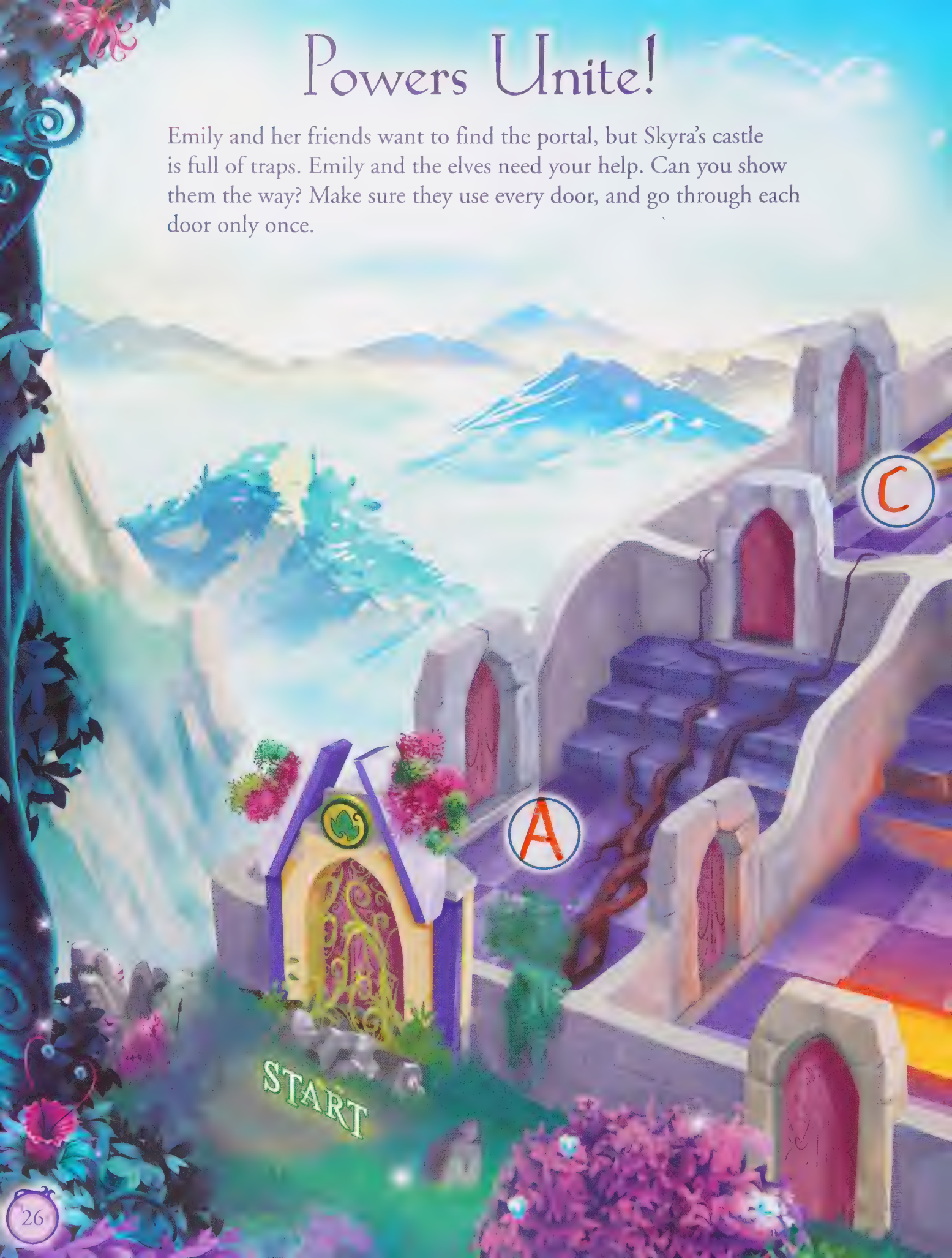
P



S

Powers Unite!

Emily and her friends want to find the portal, but Skyra's castle is full of traps. Emily and the elves need your help. Can you show them the way? Make sure they use every door, and go through each door only once.



Time for your last challenge!
Which chamber did each elf use his
or her powers to open? Write the letter
in the circles, and then get ready
to meet Skyra.

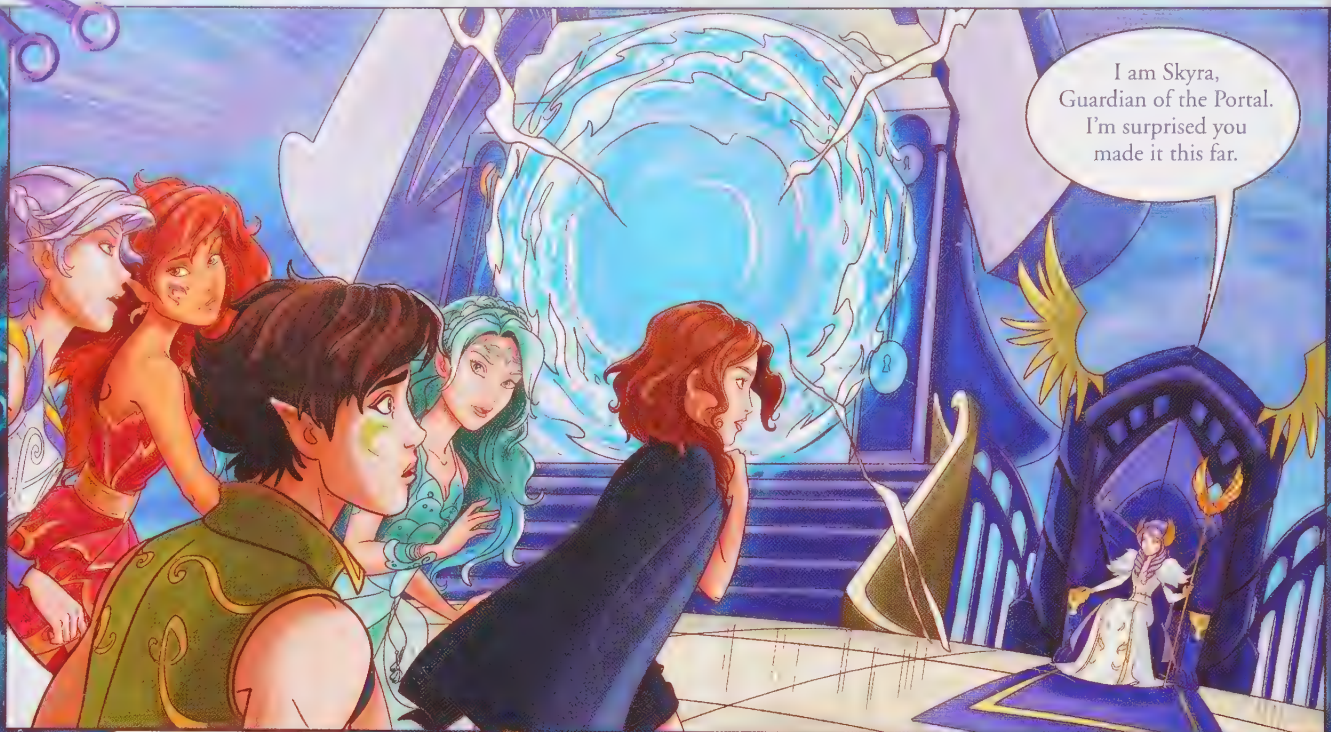
D



B



The Guardian of the Portal



I am Skyra,
Guardian of the Portal.
I'm surprised you
made it this far.

That portal was built for
one special person. Since she
is gone, it will never be
used again!

Why is Skyra being
so mean?

No, can't you see?
She's heartbroken.

But how
do you heal
a broken
heart?

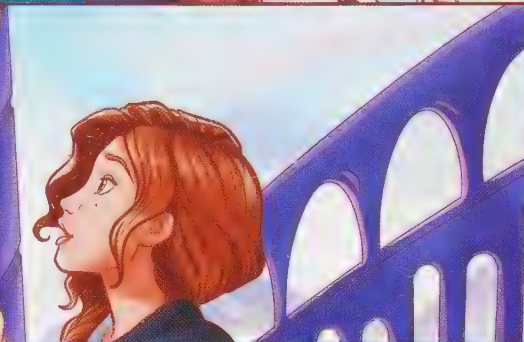
I . . . I'll give it a try.

I understand what it's like
to lose someone you love . . .
But maybe if you help us,
it will heal your heart.





You must be Emily Jones. Your grandmother was the fifth sister in the legend.



She chose to live in another world. Her magic was the greatest of all!

But I thought she didn't have magic.

It's true!

She did. She had love, and you have it, too.



You are now free to return home. That medallion is the key.

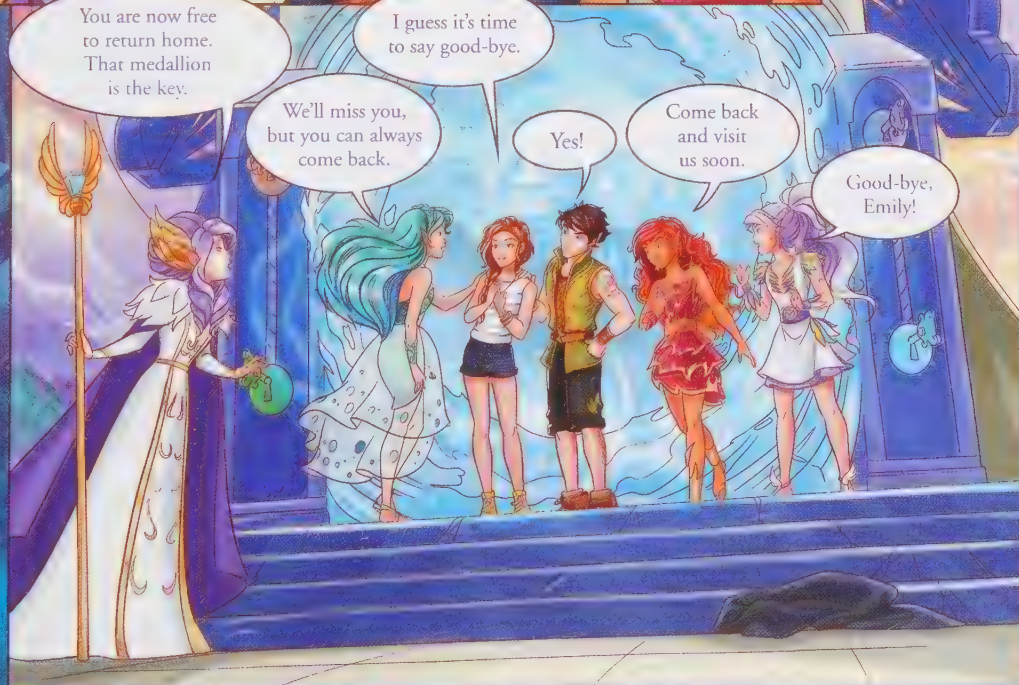
I guess it's time to say good-bye.

We'll miss you, but you can always come back.

Yes!

Come back and visit us soon.

Good-bye, Emily!



Which Element Are You?

Want to find out which element you identify with?

Answer the questions below to find out what kind of elf you'd be!

1. When I close my eyes and imagine the place I'd most like to be, I see . . .

-  a warm field with a smoking volcano in the distance
-  a clear view from the highest mountaintop
-  colorful coral reefs at the bottom of the ocean
-  lush rainforest in the jungle

2. If I could color the world, I'd choose the color . . .

-  green
-  blue
-  red
-  purple

3. My trip of a lifetime would take me . . .

-  flying up into the clouds
-  hiking in the forest
-  sailing over the ocean waves
-  journeying to another galaxy

4. I would describe myself as . . .

-  happy and active
-  sensitive and wise
-  responsible and helpful
-  spontaneous and optimistic

5. The animal that fascinates me the most is . . .

-  a dolphin
-  a fox
-  a cougar
-  an eagle



WHICH SYMBOL DID YOU GET THE MOST?



You are spontaneous, brave, and funny, like Azari.
You love to be the center of attention. It's impossible to be
bored when you're around!



You are sensible and wise, like Farran.
You don't like change, and you get very attached to people.
You are a devoted friend.



You love to daydream, and you're not afraid to trust
your intuition, just like Naida. You are sensitive and enjoy
helping others. No wonder you have so many friends!



You are bright, curious, and knowledgeable about many things, just like Aira.
You are super quick at solving all sorts of problems.

Answers

p. 9



p. 10



pgs. 14–15



pgs. 16–17



pgs. 18–19



pgs. 20–21



p. 22



pgs. 24–25



pgs. 26–27

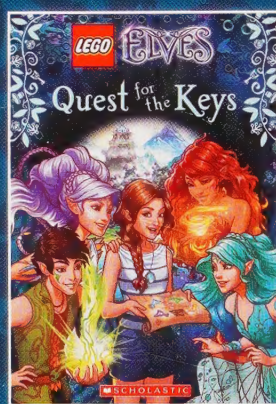


Welcome to the enchanted world of Elvendale!

Emily Jones never dreamed there was a portal to another world in her grandmother's garden. But there was—and now she's in Elvendale, the mystical land of the elves, with no way home!

Emily soon meets the elves of fire, earth, wind, and water. Together they must solve riddles and puzzles to find the four legendary keys that can bring Emily home. And they need *your* help to do it!

Build your
LEGO® Elves
Library!



⚠ WARNING / AVERTISSEMENT

CHOKING HAZARD – Small parts. Not suitable for children under 3 years.

RISQUE DE SUFFOCATION – Petites pièces. Non recommandé pour les enfants de moins de 3 ans.



SCHOLASTIC

Copyright © 2015 by The LEGO Group.

All rights reserved. Published by Scholastic Inc.

Publishers since 1920.

SCHOLASTIC and associated logos are trademarks

and/or registered trademarks of Scholastic Inc.

Scholastic Inc., 557 Broadway, New York, NY 10012

Scholastic Canada Ltd., 175 Hilmount Road, Markham

ON L6C 1Z7, Canada

www.scholastic.com

LEGO, the LEGO logo and the Brick and Knob configurations are trademarks of the LEGO Group.
©2015 The LEGO Group.



Produced by AMEET Sp. z o.o.
under license from the LEGO Group.

AMEET Sp. z o.o.,
Nowe Sady 6, 94-102 Łódź - Poland
ameet@ameet.pl
www.ameet.pl

Distributed by Scholastic Inc., 557 Broadway, New York, NY 10012
Please keep the Scholastic Inc. address for future reference.

Components made in DENMARK, HUNGARY, CHINA, MEXICO and
the CZECH REPUBLIC / Fabriqués au DANEMARK, en HONGRIE, en CHINE,
au MEXIQUE et en RÉPUBLIQUE TCHÈQUE.

www.LEGO.com



MIX
Paper from
responsible sources
FSC® C0155

\$8.99 US / \$10.99 C

The publisher does not have any control over and does not assume any responsibility for author or third-party websites or their content.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without written permission of the publisher. For information regarding permission, write to Scholastic Inc., Attention: Permissions Department, 557 Broadway, New York, NY 10012.

This book is a work of fiction. Names, characters, places, and incidents are either the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, business establishments, events, or locales is entirely coincidental.

ISBN 978-0-545-87253-9



07-BXJ-713